
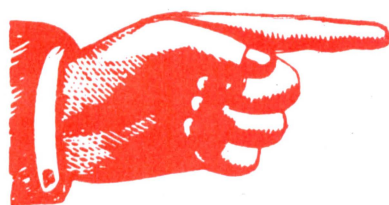


creative computing catalogue



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CREATIVE COMPUTING BRINGS TOGETHER LEADING PROJECTS AND WRITERS UNDER ONE COVER

The following are just a small sample of the contributors that have recently appeared on the pages of *Creative Computing*:

- **David H. Ahl**
Author of *101 BASIC Computer Games* and other books
- **Isaac Asimov**
Author of over 165 books on science and science fiction
- **Alfred Bork**
Director of Physics Computer Development Project, UC, Irvine
- **T. C. Chen**
IBM San Jose Research Laboratory
- **Gordon R. Dickson**
Noted science fiction author
- **Herbert L. Dreyfus**
Artificial Intelligence Laboratory, UC, Berkeley
- **Thomas A. Dwyer**
Project Solo and Soloworks, Univ. of Pittsburgh
- **Stephen B. Gray**
Founder, Amateur Computer Society
- **Ron Jones**
Founder, Zephyros Education Exchange and DeSchool Primers
- **Kenneth Knowlton**
Computer artist, inventor of EXPLOR graphics language
- **Walter Koetke**
Pioneer in using computers in secondary school mathematics
- **Peter Kugel**
Inventor of many logic games
- **Ruth Leavitt**
Computer artist, author of *Artist and Computer*
- **Sol Libes**
Author of many electronics texts, President NJ Amateur Computer Group
- **Sema Marks**
Co-author of *Run Computer, Run* and numerous articles
- **John McCarthy**
Artificial Intelligence Laboratory, Stanford Univ.
- **Robert McLean**
Ontario Institute for Studies in Education
- **Erik McWilliams**
TIE Branch, National Science Foundation
- **Monty Newborn**
Author of *Computer Chess* and other related books
- **Frederik Pohl**
Noted science fiction author and editor
- **Bertram Raphael**
Author of *The Thinking Computer*
- **Robert Taylor**
Director of Academic Computing, Teachers College, Columbia Univ.
- **John Tunney**
U.S. Senator from California
- **Murray Turoff**
Developer of computer conferencing
- **Xerox Palo Alto Research Center**
Home of Dynabook and the Smalltalk language
- **John Whitney**
Computer film-maker



Here's an unretouched memo from our Publisher to our Editor. You'll find it interesting!

MEMO

To: Steve Gray
From: Dave Ahl
Subj: Editorial direction

The comments from our readership survey and "meet the publisher sessions" at 3 recent conferences indicate that people would like to ~~the~~ see the following stuff in *Creative*.

First of all, readers are looking to us for applications and software. They want, and we must provide, complete nuts and bolts how-to material. No gee-whiz success stories, but stuff that is complete, thorough, and that can be understood and built by a knowledgeable beginner. I don't want to get into home-brew CPUs, but if an application requires a piece of hardware not commercially available, I want complete schematics and construction details. Same with software -- I'd like to focus on high-level languages, but if it's necessary for an application, we should provide machine code programs or subroutines.

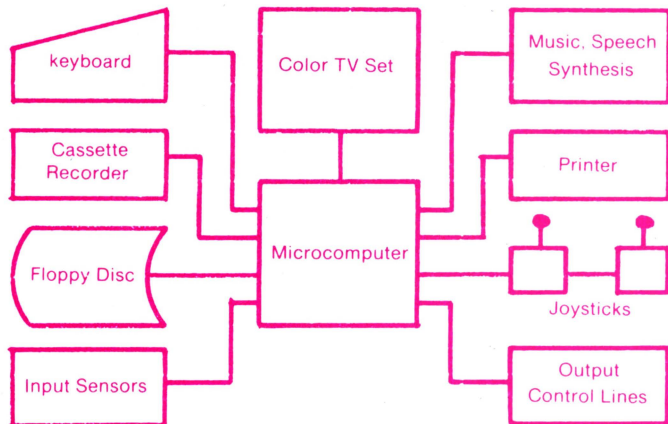
Readers seem to like our diversity; hence we should endeavour to maintain our broad scope in educational and recreational computing. Specific articles that we should shoot to run in the next 12 months include:

1. File catalog and retrieval system. Generalized so can be used for books, magazines, LP records and tapes, antiques, coins, household inventory (for insurance), etc. Maybe two versions -- one for cassette, one for floppy.
2. Text editing system(s). One use is for writing and editing letters and reports (both for kids in school and adults). The other use we should hit is for responding to correspondence by using canned letters and paragrahs.
3. Computer assisted instruction. A non-trivial drill and practice/tutorial system with full individualized record-keeping for mathematics and language arts for a fairly small micro.
4. Small business customer records system.
5. Kinetic and/or video art system. Must go beyond TV Dazzler.
6. External device interfacing (A/D, D/A, sensors) tutorial.
7. A complete series on speech synthesis, speech recognition, and music synthesis.
8. A very thorough product-by-product comparison of all high-level mini and micro software. Let's start with Basic interpreters.

I have lots more -- let's get together when I get back next week and map out the next issue in detail. By the way, I just got in some Fabulous new Basic games -- let's talk about possibly running the in optical bar code along with the listings. Till then.

Creative Computing is the number 1 magazine in personal computing software and applications.

The typical home or small business computer system starts with a microcomputer, keyboard, cassette recorder, and TV set. From there you can add the peripherals, sensors, controllers, and other devices you need for your own special applications.



Creative Computing Magazine is dedicated to describing applications for home, school, and small business computers completely and pragmatically in non-technical language. You won't need a Ph.D in Computer Science, or a technical reference library, or a computer technician beside you to get these applications up and running. We give you complete hardware and software details. Typically, applications utilize commercially available systems. However, if an application needs a piece of home-brew hardware, we tell you how to build it. Or if it requires a combination of high-level and machine language code, we give you the entire listings along with the flowcharts and algorithms.

We also run no-nonsense reviews of computers (assembled and kits), peripherals, terminals, software, and books. We're frank and honest, even if it costs us an advertiser, which it occasionally has.

Here are just some of the applications you'll see fully described in future issues of *Creative Computing*.

Building Management and Control

1. Alarm monitoring/police notification
2. Environmental control (heating, air conditioning, humidification, dehumidification, air purity, etc.)
3. Fire and smoke detection
4. Appliance control (microwave oven, gas oven, refrigerator)
5. Perimeter system control (sprinklers, outdoor lights, gates)
6. Solar and/or auxiliary energy source control
7. Watering system control based on soil moisture
8. Fuel economizing systems
9. Maintenance alert system for household devices (key component sensing and periodic preventative maintenance)

Household Management

1. Address/telephone file
2. Investment analysis
3. Loan/annuity/interest calculations and analysis
4. Checkbook maintenance
5. Periodic comparisons of expenditures vs. budget
6. Monitor time and cost of telephone calls
7. Record incoming telephone calls and select appropriate response to caller
8. Recipe file
9. Diet/nutrition analysis
10. Menu planning
11. Pantry inventory/shopping list

Health Care

1. Medical/dental record keeping
2. Insurance claim processing
3. Health maintenance instrumentation control (EKG, blood chemical analysis, diet analysis, self-diagnosis)

Education and Training

1. Mathematics drill and practice
2. Problem solving techniques
3. Tutorial instruction in a given field
4. Simulation and gaming
5. Music instruction and training
6. Music composition and synthesis
7. Learning to program
8. Software development
9. Perception/response/manipulation skills improvement

Recreation and Leisure

1. Games, games, games
2. Puzzle solving
3. Animation/kinetic art
4. Sports simulations
5. Needlepoint/stitchery/weaving pattern generation
6. Computer art
7. Library cataloging (books, records, etc.)
8. Collection catalog/inventory/value (coins, stamps, shells, antique auto parts, comics, etc.)
9. Model railroad control
10. Amateur radio station control
11. Astronomy; star, planet, satellite tracking
12. Robotics
13. Speech recognition and synthesis

Business Functions

1. Small business accounting
2. Word processing/text editing
3. Customer files
4. Software development
5. Operations research
6. Scientific research
7. Computer conferencing
8. Telephone monitoring
9. Engineering calculations
10. Statistical analysis
11. Survey tabulation
12. Inventory control
13. Mailing lists

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The Best of **Creative Computing** Volume 1

In this 328-page book are all the articles, stories, learning activities, games, and puzzles that appeared in *Creative Computing* Volume 1, Numbers 1 through 6. The contents cover the gamut of computer applications in education and recreation. Over 200 contributors are represented from college professor to high school student, from U.S. Senator to underground cartoonist and from corporation president to science fiction author.

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COMPUTER RAGE

2 to 4 Players - Ages 10 to Adult
A Product of Creative Computing Magazine

COMPUTER RAGE

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P.O. Box 789-M, Morristown, N.J. 07960
Produced in Cooperation with Edumatica Corp.

COMPUTER RAGE is a fascinating new board game based on a large-scale multi-processing computer system. The object is to move your three programs from input to output. Moves are determined by the roll of 3 binary dice. Hazards include priority interrupts, program bugs, decision symbols which alter your path, power failures, and restricted use input and output channels. Notes are included for using

the game in school. Ages 10-adult; 2-4 players. **COMPUTER RAGE** comes with a colorful board, 12 program playing pieces, 3 binary dice, 38 interrupt cards. Orders must be prepaid. Only \$8.95 postpaid (\$10 outside of USA). Creative Computing, P.O. Box 789-M, Morristown, NJ 07960, Attn: Darcy.



101 BASIC Computer Games is the most popular book of computer games in the world. Every program in the book has been thoroughly tested and appears with a complete listing, sample run, and descriptive write-up. All you need add is a BASIC-speaking computer and you're set to go.

101 BASIC Computer Games. Edited by David H. Ahl. 248 pages. 8½x11 paperbound. \$7.50

Contents

Game	Brief Description	
ACEY-DEUCEY	Play acey-deucey with the computer	'HI-LO
AMAZIN	Computer constructs a maze	HI-Q
ANIMAL	Computer guesses animals and learns new ones from you	HMRABI
AWARI	Ancient game of rotating beans in pits	HOCKEY
BAGLES	Guess a mystery 3-digit number by logic	HORSES
BANNER	Prints any message on a large banner	HURKLE
BASBAL	Baseball game	KINE-MA
BASKET	Basketball game	KING
BATNUM	Match wits in a battle of numbers vs. the computer	LETTER
BATTLE	Decode a matrix to locate enemy battleship	LIFE
BINGO	Computer prints your card and calls the numbers	LIFE-2
BLKJAC	Blackjack (very comprehensive), Las Vegas rules	LIT02
BLKJAK	Blackjack (standard game)	MATH01
BOAT	Destroy a gunboat from your submarine	MNOPLY
BOMBER	Fly World War II bombing missions	MUGWMP
BOUNCE	Plot a bouncing ball	NICOMA
BOWL	Bowling at the neighborhood lanes	NIM
BOXING	3-round Olympic boxing match	NUMBER
BUG	Roll dice vs. the computer to draw a bug	1CHECK
BULCOW	Guess a mystery 5-digit number vs. the computer	ORBIT
BULLEYE	Throw darts	PIZZA
BULL	You're the matador in a championship bullfight	POETRY
BUNNY	Computer drawing of the Playboy bunny	POET
BWZWD	Compose your speeches with the latest buzzwords	POKER
CALNDR	Calendar for any year	QUBIC
CAN-AM	Drive a Group 7 car in a Can-Am road race	QUEEN
CHANGE	Computer imitates a cashier	REVERSE
CHECKR	Game of checkers	ROCKET
CHEMST	Dilute kryptocyanic acid to make it harmless	ROCKT1
CHIEF	Silly arithmetic drill	ROCKT2
CHOMP	Eat a cookie avoiding the poison piece (2 or more players)	ROCKSP
CIVILW	Fight the Civil War	ROULET
CRAPS	Play craps (dice), Las Vegas style	RSROUS
CUBE	Negotiate a 3-D cube avoiding hidden landmines	SALVO
DIAMND	Prints 1-page diamond patterns	SALVO1
DICE	Summarizes dice rolls	SL0TS
DIGITS	Computer tries to guess digits you select at random	SNOOPY
DOGS	Penny arcade dog race	SPACWR
EVEN	Take objects from a pile -- try to end with an even number	SPLAT
EVENT	Same as EVEN -- computer improves its play	STARS
FIFTOP	Solitaire logic game -- change a row of X's to O's	STOCK
FOOTBL	Professional football (very comprehensive)	SYNONM
FOTBAL	High School football	TARGET
FURS	Trade furs with the white man	3D PLOT
GOLF	Golf game -- choose your clubs and swing	TICTAC
GOMOKO	Ancient board game of logic and strategy	TOWER
GUESS	Guess a mystery number -- computer gives you clues	TRAIN
GUNNER	Fire a cannon at a stationary target	TRAP
GUINER	Fire a cannon at a moving target	23MTH
HANG	Hangman word guessing game	UGLY
HELLO	Computer becomes your friendly psychiatrist	WAR
HEX	Hexapawn game	WAR-2
		WEDAY
		WORD
		YAHTZE
		ZOOP

Try to hit the mystery jackpot
Try to remove all the pegs from a board
Govern the ancient city-state of Sumeria
Ice Hockey vs. Cornell
Off-track betting on a horse race
Find the Hurtle hiding on a 10 x 10 grid
Drill in simple kinematics
Govern a modern island kingdom wisely
Guess a mystery letter -- computer gives you clues
John Conway's Game of Life
Competitive game of life (2 or more players)
Children's literature quiz
Children's arithmetic drill using pictures of dice
Monopoly for 2 players
Locate 4 Mugwumps hiding on a 10 x 10 grid
Computer guesses number you think of
Chinese game of Nim
Silly number matching game
Challenging game to remove checkers from a board
Destroy an orbiting germ-laden enemy spaceship
Deliver pizzas successfully
Computer composes poetry in 4-part harmony
Computer composes random poetry
Poker game
3-dimensional tic-tac-toe
Move a single chess queen vs. the computer
Order a series of numbers by reversing
Land an Apollo capsule on the moon
Lunar landing from 500 feet (with plot)
Very comprehensive lunar landing
Game of rock, scissors, paper
European roulette table
Russian roulette
Destroy an enemy fleet of ships
Destroy 4 enemy civvils
Slot machine (one-arm bandit)
Pictures of Snoopy
Comprehensive game of spacewar
Open a parachute at the last possible moment
Guess a mystery number -- stars give you clues
Stock market simulation
Word synonym drill
Destroy a target in 3-D space -- very tricky
Plots families of curves -- looks 3-dimensional
Tic-tac-toe
Towers of Hanoi puzzle
Time-speed-distance quiz
Trap a mystery number -- computer gives you clues
Game of 23 matches -- try not to take the last one
Silly profile plot of an ugly woman
Card game of war
Troop tactics in war
Facts about your birthday
Word guessing game
Dice game of Yahtzee
BASIC programmer's nightmare

THE BEST OF BYTE — VOL. 1

The Best of Byte - Volume 1 is a 384-page blockbuster of a book which contains the majority of material from the first 12 issues of *Byte* magazine. 146 pages are devoted to "Hardware" and are cram full of how-to articles on everything from TV displays to joysticks to cassette interfaces. The section on computer kits describes building 7 major kits. But hardware without software might as well be a boat anchor, so there are 125 pages of "Software and Applications" ranging from on-line debuggers to games to a complete small business accounting system. A section on "Theory" examines the how and why behind the circuits and programs, and a final section "Opinion" looks at where this explosive new hobby is heading.

The Best of Byte - Volume 1 is edited by Carl Helmers and David Ahl and published by Creative Computing Press. Price in the US is \$11.95 plus \$1.00 shipping and handling (\$12.95 total); foreign orders add \$1.00 (\$13.95 total). Orders from individuals must be prepaid. Creative Computing Press, Dept. CC-14, P.O. Box 789-M, Morristown, NJ 07960. Allow 8 weeks for delivery.



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SOFTWARE

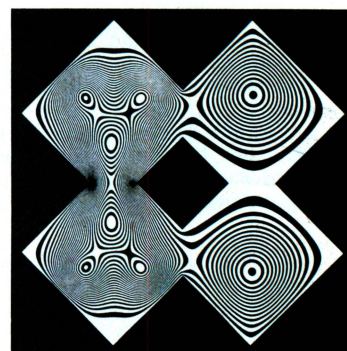
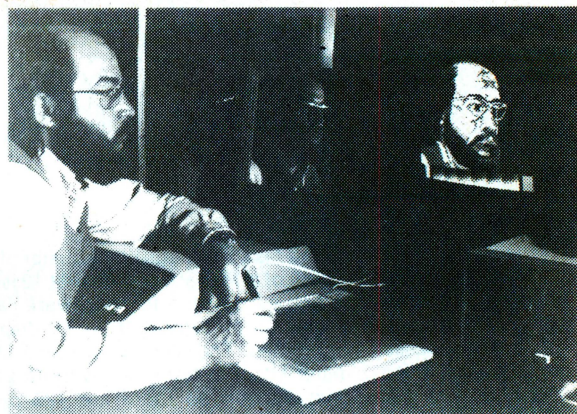
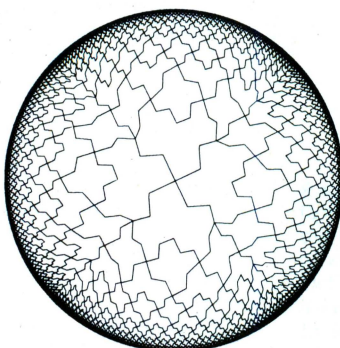
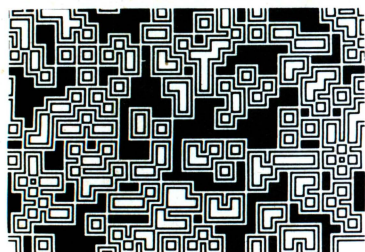
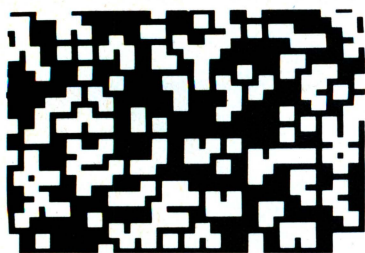
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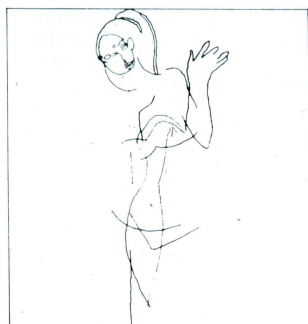


ARTIST AND COMPUTER

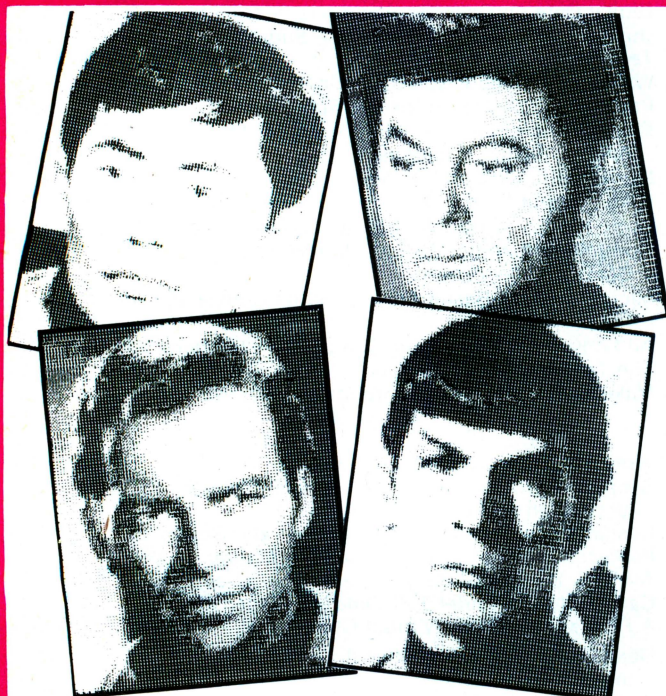
Edited by RUTH LEAVITT

ARTIST AND COMPUTER is a unique new art book that covers a multitude of computer uses and the very latest techniques. In its pages, 35 artists who work with computers

explain how the computer can be programmed either to actualize the artist's concept (such as the visualization of fabric before it is woven) or to produce finished pieces. Illustrated with more than 160 examples of computer art, 9 of them in full color. ARTIST AND COMPUTER will fascinate and inspire anyone who is interested in art or computer technology. Size 8½" x 11".



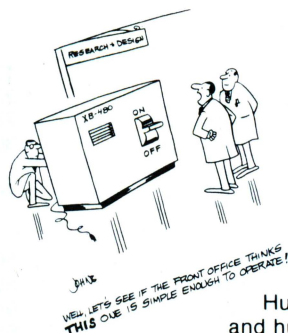
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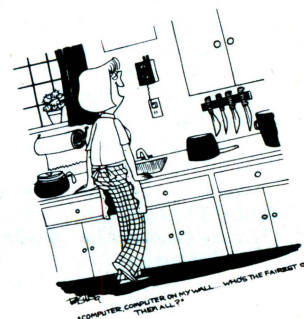
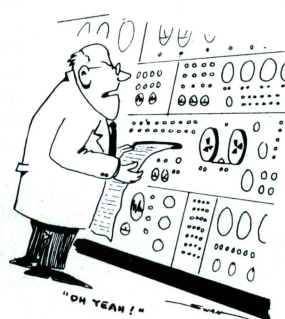


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Computer Games

101 Basic Computer Games

David H. Ahl. An anthology of games and simulations—from Acey-Deucey to Yahtzee, all in the BASIC language. Contains a complete listing, sample run, plus a descriptive write-up of each game. Our most popular book! Large format, 248 pp. \$7.50 [6C]

What to Do After You Hit Return

Another collection of games and simulations—all in BASIC—including number guessing games, word games, hide-and-seek games, pattern games, board games, business and social science simulations and science fiction games. Large format. 158 pp. \$8.00 [8A]

Games & Puzzles Magazine

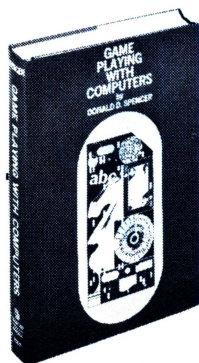
The only magazine in the world devoted to games and puzzles of every kind — mathematical, problematical, crosswords, chess, gomoko, checkers, backgammon, wargames, card games, board games, reviews, competitions, and more. Monthly. 1-Year sub'n \$12.00 [3A]

The Star Trek Star Fleet Technical Manual

Franz Joseph. This important resource book is packed with the data you need to create or modify STAR TREK computer games (see 2 above), including all Starship operating characteristics, and defense and weapon systems; standard orbits; velocity/time relationship; space/warp technology; Milky Way galaxy charts; Federation charts; Federation codes; etc., etc. A national best seller. Large format, vinyl binder. 180 pp. \$6.95 [8C]

Fun & Games with the Computer

Ted Sage. "This book is designed as a text for a one-semester course in computer programming using the BASIC language. The programs used as illustrations and exercises are games rather than mathematical algorithms, in order to make the book appealing and accessible to more students. The text is well written, with many excellent sample programs. Highly recommended." — *The Mathematics Teacher* 351 pp. \$6.95 [8B]



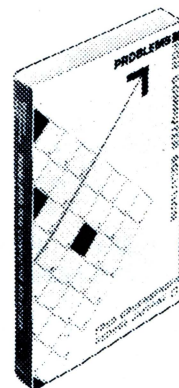
Game Playing With the Computer, 2nd Ed.

Donald Spencer. Over 70 games, puzzles, and mathematical recreations for the computer. Over 25 games in BASIC and FORTRAN are included complete with descriptions, flowcharts, and output. Also includes a fascinating account of the history of game-playing machines, right up to today's computer war games. Lots of "how-to" information for applying mathematical concepts to writing your own games. 320 pp. 1976 \$16.95 [8S]

Problem Solving

How to Solve Problems

Wayne Wickelgren. This helpful book analyzes and systematizes some of the basic methods of solving mathematical problems. Illustrative examples include chess problems, logical puzzles, railroad switching problems and ones from science and engineering. For each, the author provides hints for the reader to tackle the problem, and then a complete solution is given. Want to solve a complex problem with a computer? Begin here. 1974. 262 pp. \$6.50 [7Y]



Problems For Computer Solution

Gruenberger & Jaffray. A collection of 92 problems in engineering, business, social science and mathematics. The problems are presented in depth and cover a wide range of difficulty. Oriented to Fortran but good for any language. A classic. 401 pp. \$8.95 [7A]

Problem Solving With The Computer

Ted Sage. This text is designed to be used in a one-semester course in computer programming. It teaches BASIC in the context of the traditional high school mathematics curriculum. There are 40 carefully graded problems dealing with many of the more familiar topics of algebra and geometry. Probably the most widely adopted computer text. 244 pp. \$6.95 [8J]

LOOK!

Problem Solving: The Computer Approach

LaFave, Milbrandt, and Garth. Describes the process of thinking through the steps needed to solve a problem, flowcharting the steps, coding in a computer language, development of appropriate test data, and manual checking. 176 pp. 1973 \$11.65 [8U]

Hand Calculators

Games, Tricks and Puzzles For A Hand Calculator

Wally Judd. This book is a necessity for anyone who owns or intends to buy a hand calculator, from the most sophisticated (the HP65, for example) to the basic "four banger." 110 pp. \$2.95 [8D]

Games With The Pocket Calculator

Sivasailam Thiagarajan and Harold Stolovitch. A big step beyond tricks and puzzles with the hand calculator, the two dozen games of chance and strategy in this clever new book involve two or more players in conflict and competition. A single inexpensive four-banger is all you need to play. Large format. 50 pp. \$2.00 [8H]

Advanced Applications for Pocket Calculators

Jack Gilbert. Emphasizes new and unique applications that go way beyond manufacturer instruction manuals. Shows how to do scientific calculations with a basic 4-banger. Also covers scientific, programmable and advanced business calculators. Hundreds of examples and tables. 304 pp. 1975 \$5.95 [8G]

All 3 New!

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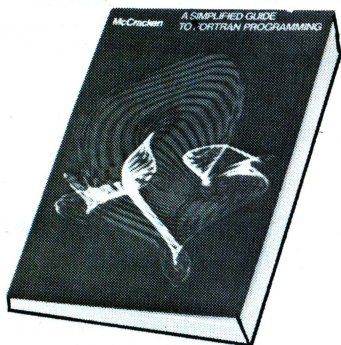


A Guided Tour of Computer Programming In Basic

Tom Dwyer and Michael Kaufman. "This is a fine book, mainly for young people, but of value for everyone, full of detail, many examples (including programs for hotel and airline reservations systems, and payroll), with much thought having been given to the use of graphics in teaching. This is the best of the introductory texts on BASIC." *Creative Computing* Large format. 156 pp. \$4.80 [8L]

Computer Algorithms and Flowcharting

G. Silver and J. Silver. A straightforward approach to analyzing problems and structuring solutions suitable for the computer. Branching, counters, loops, and other important concepts are presented in easily-grasped modular units in the text. 176 pp. 1975 \$8.95 [8W]



A Simplified Guide to Fortran Programming

Daniel McCracken. A thorough first text in Fortran. Covers all basic statements and quickly gets into case studies ranging from simple (printing columns) to challenging (craps games simulation). 278 pp. \$8.75 [7F]

Instant BASIC

Jerald Brown. A self-teaching guide to BASIC for the beginners. Designed to be used with a personal micro-computer running Altair BASIC or a terminal running DEC BASIC-PLUS. Self-tests, practical demonstrations, and practice problems assure fast effective learning. Large format. 1977. \$6.00 [7L]

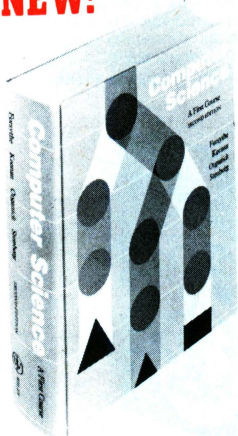
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Programming

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Donald Knuth. The purpose of this series is to provide a unified, readable, and theoretically sound summary of the present knowledge concerning computer programming techniques, together with their historical development. For the sake of clarity, many carefully checked computer procedures are expressed both in formal and informal language. A classic series. Vol. 1: Fundamental Algorithms, 634 pp. \$20.95 [7R]. Vol. 2: Seminumerical Algorithms, 624 pp. \$20.95 [7S]. Vol. 3: Sorting and Searching, 722 pp. \$20.95 [7T].

NEW!



Computer Science: A First Course, 2nd Ed.

A.I. Forsythe, T.A. Keenan, E.I. Organick and W. Stenberg. An improved version of an extremely complete and well-prepared volume, this is ideal for self-study or daily reference on the job. Covering all topics in greater depth — and, of course, now providing more up-to-date information — it gives you the material you need on algorithms, data structures, programming, and computer architecture.

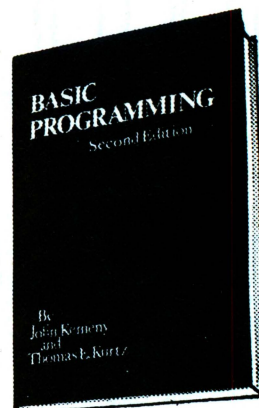
In addition, you'll discover extensions and applications of basic concepts in special areas. Further help is provided by the numerous tables, flowcharts, and data structure diagrams, plus a common base flowchart language for use in top-down structured programming and adaptable to a wide variety of problem application areas. 880 pp. (1975) \$16.95 [7D]

My Computer Likes Me

This entertaining self-teaching workbook introduces the BASIC language to young or old. Problems and examples are drawn from population problems and demographic data. A nice, easy start into BASIC. Large format, 60 pp. 1973. \$2.00 [8K]

Some Common BASIC Programs

Adam Osborne. An ideal workbook to accompany an elementary BASIC programming course. Contains 76 general purpose practical BASIC programs. The listings are extensively commented. A restricted subset of BASIC was used to insure maximum transferability. 1977. \$7.50 [7M]



BASIC Programming 2nd Ed

Kemeny and Kurtz. "A simple gradual introduction to computer programming and time-sharing systems. The best text on BASIC on almost all counts. Rating: A+ — *Creative Computing*. 150 pp. \$8.50 [7E]

Programming Proverbs

Henry Ledgard. Features 26 ingenious proverbs to strengthen your powers of program organization and logical thinking. Complete explanation of each proverb including examples of its use or lack of it. Guaranteed improvement of your programming clarity, accuracy, and style. 144 pp. 1975. \$6.50 Please specify sample programs in FORTRAN [8Y]. Sample programs in PL/I, ALGOL and other languages [8X].

BASIC

Albrecht, Finkel, and Brown. A self-teaching guide to BASIC written in an informal, easy-going manner. Every difficult point is explained in great detail. 324 pp. \$4.95 [7G]



ANS COBOL

Ruth Ashley. An excellent self-teaching book for people without previous programming experience and with no access to a terminal. The author anticipates common errors of first-time COBOL users and gives extra help to readers through these parts. 242 pp. \$4.95 [7H]

The Calculus With Analytic Geometry Handbook

Jason Taylor. Ideal for a HS or college introductory calculus course or for self-learning. Five chapters include: analytic geometry; functions and derivatives; integration techniques; vectors and functions of more than one variable; and sequences and series. Widely acclaimed by educators, this book is fast becoming the *standard calculus reference text*. Handy reference for scientists, engineers, and mathematicians too. Large format, 68 pp. 1976. \$2.95 [7Q]

Building Your Own

Understanding Solid State Electronics

An excellent tutorial introduction to transistor and diode circuitry. Used at the TI Learning Center, this book was written for the person who needs to understand electronics but can't devote years to the study. 242 pp. \$2.95 [9A]

Microprocessors

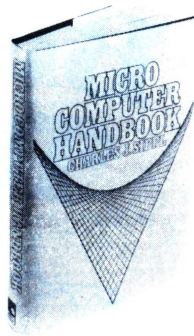
A collection of articles from *Electronics* magazine. The book is in three parts: device technology; designing with microprocessors; and applications. 160 pp. 1975 \$13.50 [9J]

Microprocessors: Technology, Architecture and Applications

Daniel R. McGlynn. This introduction to the microprocessor defines and describes the related computer structures and electronic semi-conductor processes. Treats both hardware and software, giving an overview of commercially available microprocessors, and helps the user to determine the best one for him/her. 240 pp. \$12.00 [7C]

Software Design for Microprocessors

Wester and Simpson. A complete stand-alone guide for beginner or professional which presents the basics of microprocessor machine code and assembly language. The first chapter starts with basic terms, then gets into machine architecture with a detailed look at instructions and addressing. Succeeding chapters present the process of generating software, designing a simple demonstration machine as well as four comprehensive sample problems. 350 pp. 1976 \$12.95 [9D]



Microcomputer Handbook

Charles J. Sippl. A comprehensive microcomputer reference guide for designers, users, students, and hobbyists. Covers microcomputer design; software and programming techniques; available products, kits, and development systems; comparison of micros, minis and standard systems; and applications including use in control systems, businesses, banks, factories, and homes. A vital reference. 480 pp. 1977. \$19.95 [7N]

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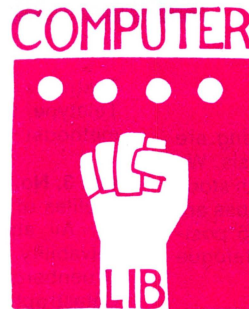
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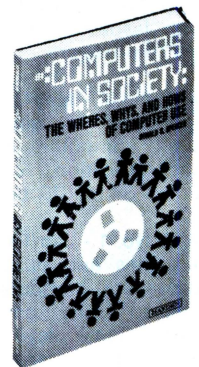
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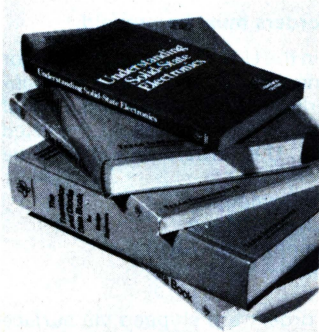
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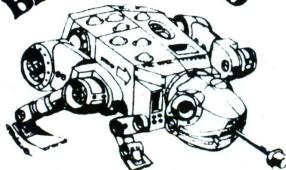
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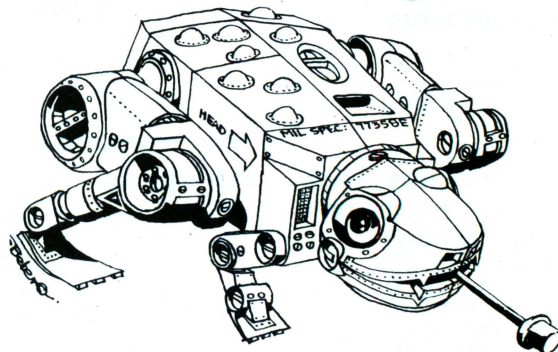


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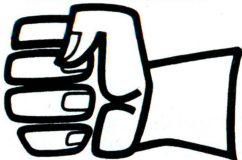
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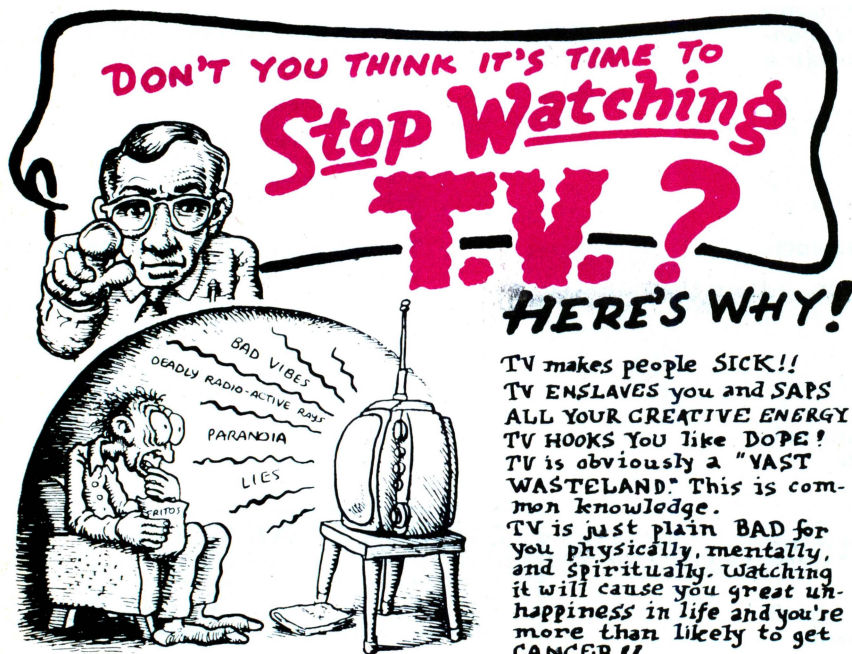
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